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REMARKS

This amendment cancels the prior two amendments to reduce confusion and limit examination to 30 claims.

CONCLUSION

Applicant believes the application is in condition for allowance and action toward that end is respectfully requested.

Should the Examiner feel that a telephone conference would advance this case to allowance, he is invited to contact the undersigned.

Respectfully Submitted,

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Dated: June 24, 2002
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Attorney Docket: 2741/FBR

APPENDIX – CLAIMS IN "MARKED-UP" FORM

15. (Amended) The method of claim [14]1, wherein the information relating to future game outcomes stored in the secure storage means is stored before the secure storage means is connected to the console.

17. (Amended) The method as claimed in [any one of claims] claim 1, [to 16] wherein the production of the game or gamble outcome determination is performed in a secure processing means connected to the secure storage means by way of a secure communications path.

24. (Twice Amended) The method of claim [14]1, wherein a gaming server is provided and is in communication with each gaming console, the gaming S server being arranged to calculate the outcome information in relation to a game for storage in a secure storage means and to send outcome signals to the console in which the secure storage means is located, the method including the steps of:

in the gaming server, precalculating data which partially or 10 completely defines an outcome of at least one game on one console, and generating and sending to the respective console a signal indicating the precalculated data prior to a user initiating the game on the console;

in the console, receiving the data signal and storing the data as 15 part or all of the game or gamble outcome information in the secure storage means.

34. (Twice Amended) The method of claim [25] 24, wherein the secure storage means, is not in communication with the gaming server when the game is played, and each time the secure storage means is next connected to the gaming server, it will generate and send a signal to the server indicating the stored game outcome information that has been used.

44. (Twice Amended) The method of claim [40]1, wherein the secure storage means is a smartcard or smartcard chip.

50. (Amended) The method as claimed in claim [49]44, wherein the smartcard device is provided with a list of predetermined outcomes, and game play includes a step in which the player makes a bet on the outcome of each game.

54. (Amended) The method as claimed in claim [53]44, wherein the secure storage on the smartcard is accessed via a secure communications system within the console wherein said secure communications system is provided by a further smartcard device.

59. (Twice Amended) The method of claim of claim 24, wherein the console sends a signal to the secure storage means describing a state of a game being played to the game [to the] server.

65. (Amended) Wherein the system of claim [64]62, wherein the information stored in the secure storage means is a random number seed from which outcome information relating to a sequence of future games to be played on the console is generated by operation of a pseudo-random number algorithm.

67. (Amended) The system of claim [66]83, wherein the outcome information is a random number indicating a gamble outcome value and the console then chooses a game outcome which will achieve that gamble outcome value.

69. (Amended) The system of claim [68]62, wherein the information relating to future game outcomes stored in the secure storage means is stored before the secure storage means is connected to the console.

83. (Amended) The system as claimed in claim [82]62, wherein the secure storage means is a smartcard or a smartcard chip.

87. (Amended) The system as claimed in claim [86] 83, wherein the smartcard device is provided with a list of predetermined outcomes, and the console includes a bet input means arranged to receive a bet on the outcome of a game.

118. (Amended) The secure storage means of claim [117]98, wherein the secure storage means is a smartcard or a smartcard chip.

153. (New) The method as claimed in claim 1, wherein the secure storage means is removably connectable to or readable and writeable by the console.

154. (New) The system as claimed in claim 1, wherein the console sends a signal to the server via the secure storage means describing a state of a game being played to the game server.

155. (New) The secure storage means of claim 98, wherein the secure storage means is arranged to communicate with a gaming server via a gaming console, the server being arranged to calculate the game or gamble outcome information in relation to a game for storage in the secure storage means and to send outcome signals to the secure storage means via the console, the secure storage means being arranged to receive and store the game or gamble outcome information.

156. The secure storage means as claimed in claim 98, where the secure storage means is a smartcard or a smartcard chip.